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Subject: ssaow bug/problem --> server crash  
Posted by [sycar](#) on Sun, 23 Jul 2006 18:00:20 GMT  
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ok i've been havin a big problem with ssaow. i did remove it for some point and just had my serverside mods in place but i've decided to go back to it and try to fix it.

basically some times the server crashes when mines/beacons have been placed, an attempt at disarming them have been made but they have then gone of and blown up a building. when the building blows up the server restarts. Only happens when a failed attempt to disarm it has been made and it only happens when i have ssaow 1.5 in place. I've tried reinstalling it so its not a faulty install.

any ideas much appreciated.  
thanks buffymaniack

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Subject: Re: ssaow bug/problem --> server crash  
Posted by [Zion](#) on Sun, 23 Jul 2006 21:27:02 GMT  
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Hmm, this is new, never heard of this one.

FDS re-install? It will probably help if the server restarts.

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Subject: Re: ssaow bug/problem --> server crash  
Posted by [sycar](#) on Sun, 23 Jul 2006 22:23:17 GMT  
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i've tried everything. reinstalled the fds, reinstalled the bot, reinstalling ssaow. i mean it doesnt happen when i use scripts.dll 2.8 but when i run ssaow it crashes as soon as a failed disarm happens.

its really weird, so any suggestions welcome.  
buffymaniack

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Subject: Re: ssaow bug/problem --> server crash  
Posted by [Ma1kel](#) on Sun, 23 Jul 2006 22:34:52 GMT  
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Have you already notified WhiteDragon about this?

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Subject: Re: ssaow bug/problem --> server crash

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Posted by [Whitedragon](#) on Sun, 23 Jul 2006 22:48:39 GMT

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Post the crashdump.txt.

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Subject: Re: ssaow bug/problem --> server crash

Posted by [theplague](#) on Sun, 23 Jul 2006 23:39:57 GMT

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i recommend 1.4.1, cos 1.5 has the 'bandwidth checking killer' people will disconnect heaps and complain about lag..lol

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Subject: Re: ssaow bug/problem --> server crash

Posted by [sycar](#) on Sun, 23 Jul 2006 23:40:07 GMT

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i duno if your find this crashdump much use but what i've done is taken the code from ssaow and upgraded it to the 2.8 release of scripts.dll in an attempt to get it to work. everythin else still works fine and it only still restarts on the failed disarm so technically the crashdump should still report the same error. if its no use let me know.

buffymaniack

### File Attachments

1) [crashdump.txt](#), downloaded 216 times

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Subject: Re: ssaow bug/problem --> server crash

Posted by [Cat998](#) on Sun, 23 Jul 2006 23:56:11 GMT

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it's pretty useless if it is a custom scripts.dll

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Subject: Re: ssaow bug/problem --> server crash

Posted by [Zion](#) on Mon, 24 Jul 2006 00:41:10 GMT

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Yeah, SSAOW only works with the scripts it's given with.

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Subject: Re: ssaow bug/problem --> server crash

Posted by [sycar](#) on Mon, 24 Jul 2006 01:33:06 GMT

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well the ssaow works perfectly fine the same as it did with the original scripts file it just crashes on that same point so surely the crashdump will contain the same error. but i dont know much about crash files so i may be mistaken.

buffymaniack

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Subject: Re: ssaow bug/problem --> server crash  
Posted by [Whitedragon](#) on Mon, 24 Jul 2006 01:40:29 GMT  
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Crashdumps that come from modified versions of SSAOW are useless since the addresses will be different.

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Subject: Re: ssaow bug/problem --> server crash  
Posted by [vloktboky](#) on Mon, 24 Jul 2006 11:57:49 GMT  
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Well it wasn't completely useless. It tells you he's getting knocked up by a null pointer and his description of when it occurs gives you a fairly good idea of where to start looking for it.

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Subject: Re: ssaow bug/problem --> server crash  
Posted by [sycar](#) on Mon, 24 Jul 2006 15:15:13 GMT  
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ok i'll put the original ssaow files back in use and get the crashdump from them. in the mean time could someone tell me how i can use the exeception address given in the current crashdump to search through the source to see where the problem is. im quite new to usin the crash files.

buffymaniack

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Subject: Re: ssaow bug/problem --> server crash  
Posted by [Spetz5](#) on Sat, 29 Jul 2006 15:14:57 GMT  
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theplague wrote on Sun, 23 July 2006 18:39 i recommend 1.4.1, cos 1.5 has the 'bandwidth checking killer' people will disconnect heaps and complain about lag..lol

I run SSAOW 1.5, and at random times, everyone in my server will disconnect. Could it be SSAOW 1.5 doing this?

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Subject: Re: ssaow bug/problem --> server crash  
Posted by [Zion](#) on Sat, 29 Jul 2006 15:38:53 GMT  
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I run SSAOW all the time on my server and players play for hour with complaints of lag or disconnects. Must have just been the way you installed it, or the way you edited SSOAW.ini.

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